



# *“The Yukon Trek”*



Hosted by Venturing Crew 457 and High Adventure Skills Trained Scouts throughout the Council

## Introduction page:

### Background

High Adventure Bases throughout the Nation and our Acclaimed Birchbark Canoe Treks have very similar sets of skills. This year Venturing 457 is promoting the types of activities and skills you would need to be a high adventure 'Crew'. These skills are transferrable to Treks at Philmont, Northern Tier, Bikepacking Treks and our own Birchbark program.

Trekking Terminology – While on a Trek you refer to your team as a 'Crew'. Even though you may be a patrol the lingo is 'Crew'. Try it out for size – while at the Klondike, refer to yourselves as Crew <<patrol name>>

### Setting the Scene

When you arrive to camp after a day of hiking, canoeing, kayaking, snowshoeing, dog sledding... wait, you have to be able to find your camp so back up. You need to navigate to your basecamp and then perform a certain set of activities and be prepared to handle situations as they arise.

### This camporee is a competition

In the scene above activities are done in a particular order but since we have so many patrols we have to set each up on a different schedule through them.

### Elements of Scoring

- Most activities are time based because on a Trek you can't just sit around losing daylight and fighting 'hangry' is always a losing deal.
- Scout Spirit – team work and positive spirit can turn almost any situation from something difficult to a lifelong bond for your crew. Ask anyone having gone on a Trek it's the mindset that makes the difference, listen to their stories.
- Skills – We use the term high adventure and it may conjure up images of highly technical skills and equipment. In actuality it is more about recognizing when to use basic skills and to be fluid at it during the dark, wet and cold times. The knots used are what you learned as a Tenderfoot, same for all the other skills. If you want to drill for this event in advance – just pick out what you need to set up a dining fly, first aid scenario, finding your camp and getting a fire together to boil water.
- Leadership – Believe it or not Trekking Crews have positions. Without a navigator, who is supposed to know where to go next? Without a medic who is supposed to check the first aid supplies and call the shots in an emergency? Without a Crew Leader who is making sure all the pieces are working together? You can absolutely show up with your sled and stand around and try to

## Schedule

### Friday, January 17<sup>th</sup>

- 5:00 – 9:00 pm SPL/Scoutmaster Check-in at the Camp Office and Campsite set up.
- 9:00 – 9:30 pm SPL/Scoutmaster Meeting at Hutchison Dining Hall
- 9:30 – 10:30 pm SPL/Scoutmaster and Adult Cracker Barrel at Hutchison Dining Hall

### Saturday, January 18<sup>th</sup>

- 7:00 am - Reveille
- 7:00 – 8:30 am DAY VISTORS Check-in at the Camp Office
- 7:30 – 8:30 am BREAKFAST (Unit provided at troop or crew's campsite)
- 8:45 – 9:00 am Flags / Opening ceremonies at the Flag Field
- 9:00 – 9:15 am Patrols proceed to their starting events.
- 9:30 am - Competition events begin.
- 1:00 pm - Competition events end
- 1:00 pm - LUNCH (Unit provided at Troop/Crew campsites) (Afternoon program open/optional)
- 2:30 - 3:50 pm Troop/Crew activities or optional Klondike events
- 4:00 - 4:45 pm Flag Retreat/ Awards @ The Flag Field
- 5:00 – 6:50 pm DINNER (Unit provided at Troop/Crew campsites)
- 7:00 pm – 7:25 pm Religious Services
- 7:30 pm – 8:15 pm Evening Campfire Program
- 8:30 pm – 9:30 pm Scoutmaster and Adult Cracker Barrel at Hutchison Dining Hall

### Sunday, January 19<sup>th</sup>

- 7:00 am Reveille
- 7:30 – 8:00 am Breakfast / Site breakdown/cleanup
- 10:00 am Checkout – See you at Klondike 2026!

## General Information

### Fees & Registration:

The fee is \$15.00 per person. Signup and payment are required by Friday January 12, 2025. The fee covers warming station @ Hutchison Dining Hall, utilities, event supplies, patches, and miscellaneous costs. Late registration will be \$20.00 per person so please plan accordingly.

### BSA Registration Policy:

Every unit member must be currently registered with the BSA to attend. There must be 2 Adults over the age of 21 present the entire time. Unregistered participants are not covered by insurance and therefore cannot stay on the grounds. It is the Unit Leader's responsibility to ensure registration of youth/adults in their unit. **A minimum of two adults over 21 must always be present. BSA Youth Protection Training (YPT) is required for ALL adults in attendance. BSA's "Two-Deep" leadership policies will always be followed.**

### Camping:

Cabin, Lean-to, and campsite registrations and requests for firewood will be done as part of the registration process. Registration for Cabins/Lean-To's/Campsites **MUST be paid in full within 14 days of registration**. If payment is not received the Cabin/Lean-To will be open to other units to reserve.

### First Aid:

First Aid/Medical service will be available at the Camp Office Friday evening through Sunday morning.

Youth medication must be held by the Unit Leader. All injuries, sudden illness, frostbite, or hypothermia, regardless of extent must be reported to Klondike medical staff immediately.

Trained First Aid personnel will be on hand.

## Events and Competition

The competition is designed to run at typical patrol levels (5-8 scouts) to be fair to all patrols. The Patrol Leader is responsible for their patrol's actions and has the responsibility to ensure that their patrol is at the activities as directed within the competition.

Immediately after the Saturday morning flag ceremony, final directions will be given, and each patrol should proceed to their starting event as assigned on the provided event map and scorecard handed out at registration.

For the Sled Race event, each patrol brings a Klondike sled which should be wood (no plastic sleds). Points given for your sled and inspection will count towards your overall score and toward your score on the event. Suggestions of items to carry are listed elsewhere in this guide. After the inspection, pictures of each patrol can be taken with their sled. Note that the sled should accompany patrols to all events as some of the items on your sled will be needed to compete in some of the games.

The Patrol Leader of each group is the keeper of the score card. The Klondike staff at each event will also keep scores for each patrol, which will be the official score. At the end of the race, the Patrol Leaders and a buddy will report to the Klondike headquarters to turn in their patrol's score card.

## Patrol Equipment

Each of the following items are needed to be on the Klondike Sled:

- Patrol Flag on a pole lashed to sled.
- Patrol Roster (listing each patrol member present)
- (2) working flashlights for emergencies
- Patrol First Aid Kit including at least:
  - (5) triangular bandages
  - splint materials
  - bandages and dressings
- Pocketknife
- Notebook and (2) writing instruments.
- (1) quart of water for each patrol member
- Flint & steel, bow drill and/or matches (no lighters!)
- Natural tinder (no fuels or accelerants!)
- Kindling for fire building (for a 20-minute small fire)
- (3) pieces of small firewood (fuel)
- Watch or timepiece.
- Map of Camp Scouthaven: with event locations (from event program)
- Compass
- Sharp Hatchet
- Dining Fly Instructions (from event program)
- (2) 12-foot cords (guy lines)
- (4) 10-foot cords (lashing)
- (4) 6-foot cords (guy lines)
- (4) 6-foot Scout staves
- (6) tent stakes
- 8' x10' Plastic Tarp with Grommets
- Mallet
- Scout Handbook

Each of the suggested items for your sled may be used during the Klondike events. It is acceptable to carry some of these items on person rather than in the sled (i.e., paper, writing instrument, pocketknife, flashlight, watch, etc.) throughout the day. However, please have all items ready in your sled for the inspection.

Suggested Personal Gear Check-off list.

Clothing:	Equipment:
Warm coat or parka (water resistant)	Backpack
Warm shirt - 2	Scout Handbook, notebook, pen/pencil
Sweater or Sweatshirt	Warm sleeping bag, extra blanket
Pants – 2 (avoid jeans)	Mess kit (fork, spoon, knife, bowl, cup)
Underwear – 2	Scout Knife
Thermal underwear (“Long Johns”)	Dirty Laundry Bag (Plastic Bag)
Socks – 4 pair	Flashlight, fresh batteries
PJ’s or extra thermal underwear	Toiletries (Toothbrush/Paste, Soap, TP)
Boots – waterproof and snow proof	Towel, washcloth
Gloves – 2 pair (waterproof)	Compass, Wristwatch
Poncho or Rain Suit	Small personal first aid kit
Handkerchiefs	Large garbage bag and zip tie
Snow pants	Chapstick

Do not bring:

Electronic devices or games, sheath knives are not allowed.

Notes: Avoid wearing cotton if possible!

Scouts should not sleep in the same underwear or socks that were worn all day. The body’s natural perspiration will dampen these clothes and will quickly become chilled in your sleeping bag.

Change into spare socks, underwear, or PJs to sleep.

For more information, attend the Cold Weather Training program and or review The Boy Scout Handbook or Fieldbook.

## HYPOTHERMIA

It will be imperative that all scouts and adults watch out for each other, observing and providing for proper protection from the elements.

Scouts and Adult leaders - make sure to check participants for proper clothing, hypothermia and frostbite, if not properly clothed.

### Mild Hypothermia Warning Signs

Signs and symptoms of mild hypothermia include:

- Shivering
- Dizziness
- Hunger
- Nausea
- Faster breathing
- Trouble speaking
- Slight confusion
- Lack of coordination
- Fatigue
- Increased heart rate

### Moderate to severe hypothermia

As your body temperature drops, signs and symptoms of moderate to severe hypothermia include:

- Shivering, although as hypothermia worsens, shivering stops
- Clumsiness or lack of coordination
- Slurred speech or mumbling
- Confusion and poor decision-making, such as trying to remove warm clothes
- Drowsiness or very low energy
- Lack of concern about one's condition
- Progressive loss of consciousness
- Weak pulse
- Slow, shallow breathing

Someone with hypothermia usually is not aware of his or her condition because the symptoms often begin gradually. In addition, the confused thinking associated with hypothermia prevents self-awareness. Confused thinking can also lead to risk-taking behavior.

### Prevention

Before you step out into cold air, remember the advice that follows with the simple acronym COLD —

cover, overexertion, layers, dry:

- Cover. Wear a hat or other protective covering to prevent body heat from escaping from your head, face, and neck. Cover your hands with mittens instead of gloves. Mittens are more effective than gloves because mittens keep your



fingers in closer contact.

- Overexertion. Avoid activities that would cause you to sweat a lot. The combination of wet clothing and cold weather can cause you to lose body heat more quickly.
- Layers. Wear loose fitting, layered, lightweight clothing. Outer clothing made of tightly woven, water-repellent material is best for wind protection. Wool, silk, or polypropylene inner layers hold body heat better than cotton does.
- Dry. Stay as dry as possible. Get out of wet clothing as soon as possible. Be especially careful to keep your hands and feet dry, as it is easy for snow to get into mittens and boots.

**TROOP ROSTER**

Troop #	Scoutmaster:
Campsite:	SPL:

Adults in Camp:

Days in Camp (Mark with "X" in box)

Name	Phone #	FRI	SAT	SUN
1)				
2)				
3)				
4)				
5)				
6)				
7)				
8)				

Patrol Name:

Scout Name	Age
1)	
2)	
3)	
4)	
5)	
6)	
7)	
8)	
9)	

Are you staying for closing campfire? Yes / No

Skit/Song your patrol will perform for campfire:

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**Print multiples of this page if necessary. Remember to have a copy of your patrol roster on your sled!**

## Events

### Station #1 – Fuel your next fire

Don't leave your current camp until you have fuel for your next fire. Break down a single piece of wood into what you will need for your Kelly Kettle.

### Station #2 – Land Portage

Evaluating what a crew would pack given a set of challenge parameters. Example go for the lightest weight and fitting within a certain space. Prepare ahead by looking at different types of treks and what gear is specialized for each.

### Station #3 – Finding Camp

Our dogs are tired (toes) and we are ready to get to camp.....where do you suppose that is? We have a few landmarks to go by and an x marked on our map for where our camp is. Can we get there in time before we lose the light and our patience?

### Station #4 – Setting up the Dining Fly

Job one when we get to camp is to setup our crew's shelter for the night. Its our insurance policy for having a dry spot to cook, eat and even assemble our tents under to keep them dry.

### Station #5 – Boiling Water

We need hot water to prepare our meals, cleanup and warm up with a hot beverage. We always pack our fuel for our Kelly Kettles on our sleds – always prepare for your next fire.

### Station #6 – Hanging the Bear Bag

Though the last thing we do for the night is hoist our food and 'smellables', the rigging is complicated because bears are smart. We need to get that rigging ready right away so we can quickly tuck things in before we go to bed.

### Station #7 – Wilderness First Aid

The Medic on your team needs to always be prepared for emergencies small and large. Check your patrol first aid kit for supplies!

### Station #8 – High Adventure Preparedness Trivia

Read up on some information and facts on high adventure bases including our own nationally acclaimed BirchBark Program. Complete a quiz with your Troop.

Afternoon programming ideas – subject to change and looking for extra leadership help to support. Your input, ideas and offers to help run some of these elements would be welcome. We are looking to make the after lunch time exciting and engaging.

### Scout Bob Sled

Hopefully you have a scout named Bob. Navigate your sled as a team through an obstacle course. This is for high energy troops that need to be able to run some of that off. We would create a specialized award for this so as not to impact the overall competition results.

### Emergency Shelter Building

Work from the natural environment and put together a shelter for an emergency scenario.

### Dutch Oven Cookoff (leaders)

No, don't cook your leaders...well at least that's not part of the competition. Navigate your sled as a team through an obstacle course. This is for high energy troops that need to be able to run some of that off. We would create a specialized award for this so as not to impact the overall competition results.

### Birchbark Expeditions

Take some time out from the competition to learn about our nationally acclaimed High Adventure Trek. Troops need to plan sooner to lock in a trek as the spots are filling faster from Troops/Crews across the country.